c.) **Amendments to the Claims**

1-9 (canceled).

10. (currently amended) ~~The method for programming an electronic device of claim 8~~ In an electronic device that accepts graphic entries and includes a screen display, a method for programming of said device, including the steps of:

inputting at least one object on said screen display;

using an input device to draw at least one arrow, said arrow having a configuration recognized by software to associate said at least one arrow with said at least one object; said arrow conveying a transaction relating to said at least one object,

said configuration including a portion of said arrow circumscribing said at least one object;

further including a plurality of said portions, each circumscribing at least one on-screen object, all of said circumscribed on-screen objects being associated with said arrow.

11. (original) The method for programming an electronic device of claim 10, further including a further object disposed within a distance to the head end of said arrow, said transaction being directed by said arrow to be carried out from said plurality of circumscribed objects to said further object.

12. (currently amended) ~~The method for programming an electronic device of claim 1~~ In an electronic device that accepts graphic entries and includes a screen display, a method for programming of said device, including the steps of:

inputting at least one object on said screen display;

using an input device to draw at least one arrow, said arrow having a configuration recognized by software to associate said at least one arrow with said at least one object; said arrow conveying a transaction relating to said at least one object;

wherein said configuration includes at least one vertex formed in a portion of said at least one arrow, said at least one vertex being disposed within a user definable distance to said at least one object, whereby each vertex may select an on-screen object to be associated with said at least one arrow.

13. (original) The method for programming an electronic device of claim 12, including a further object disposed within a user definable distance to the head end of said arrow, said transaction being directed by said arrow to be carried out from said at least one selected object to said further object.

14-16. (canceled)

17. (currently amended) ~~The method for programming an electronic device of claim 1~~ In an electronic device that accepts graphic entries and includes a screen display, a method for programming of said device, including the steps of: inputting at least one object on said screen display;

using an input device to draw at least one arrow, said arrow having a configuration recognized by software to associate said at least one arrow with said at least one object; said arrow conveying a transaction relating to said at least one object;

wherein said at least one arrow includes a double-headed arrow having a first end associated with said at least one on-screen object, and having an opposed, second end associated with a further on-screen object, said double-headed arrow conveying a swap transaction between said at least one on-screen object and said further on-screen object.

18-20. (canceled)

21. (currently amended) ~~The method for programming an electronic device of claim 1~~ In an electronic device that accepts graphic entries and includes a screen display, a method for programming of said device, including the steps of:

inputting at least one object on said screen display;

using an input device to draw at least one arrow, said arrow having a configuration recognized by software to associate said at least one arrow with said

at least one object; said arrow conveying a transaction relating to said at least one object;

wherein said transaction comprises directing a plurality of electronic signals from said at least one object to a further on-screen object disposed within a user definable distance to the front end of said at least one arrow, said transaction including summing said plurality of signals before entering said further on-screen object.

22-32. (canceled)